

IN THE CLAIMS:

Please amend claims 1, 6, 12, 13 and 18 as follows:

1. (Currently Amended) A ~~computerized~~ toy learning apparatus using a cyber community, the apparatus comprising:

a cyber community having a cyber character which grows by learning online; and

a toy that grows by receiving one of a cyber character's experience and a user's learning experience.
2. (Previously Presented) The apparatus of claim 1, wherein the cyber community is performed in a network server that provides cyber character information of a first user and cyber character information of second user.
3. (Original) The apparatus of claim 1, wherein the cyber community is performed in a performance apparatus for outputting the information of the cyber character.
4. (Currently Amended) The apparatus of claim 1, wherein the cyber community is performed in a network server supplying operational data for the toy and a performance apparatus providing an upgrade program from the network server.
5. (Previously Presented) The apparatus of claim 1, wherein the cyber community comprises:

a home (family) for rearing a cyber character;

a school in which the cyber character learns audio information comprising at least one of music, voice, motion and gesture; and

a robot education center for one of upgrading a cyber character program and downloading operation data and an information center for providing data comprising at least one of a shopping mall, news and weather and wherein the cyber character acts as a shopping guide.

6. (Currently Amended) The apparatus of claim 2 wherein the network server is characterized in that programs for synchronizing the cyber community are provided to respective users ~~to~~for contacting cyber characters of other users.

7. (Previously Presented) The apparatus of claim 1, wherein the cyber character comprises a first cyber character that exists only in a cyber community and a second cyber character of a user that represents the toy in the real world.

8. (Previously Presented) The apparatus of claim 3, wherein the performance apparatus has wire and wireless communication functions and is one of a computer, a mobile phone and a PDA,.

9. (Previously Presented) The apparatus of claim 1, wherein the toy exhibits one of motion and an audio output and wherein the motion and audio output correspond to one of the experience of the cyber character in the cyber community and learning by the user.

10. (Previously Presented) The apparatus of claim 1, wherein the toy comprises:

a sensor for sensing an outside pulsation;
an input apparatus for inputting one of an image, audio information and letters; and
a communication apparatus for wire and wireless communication.

11. (Previously Presented) The apparatus of claim 1, wherein the toy further comprises memory for information and an input/out unit for exchanging information with other toys.

12. (Currently Amended) The apparatus of claim 11, wherein the memory of the toy is detachable and can be replaced by another user's memory.

13. (Currently Amended) A learning method for a ~~computerized~~ toy using a cyber community, the method comprising;

having the toy obtains first experience information by one of controlling a certain part of the toy, controlling a remote controller and using information input means such as a microphone;

storing the first experience information in a memory;

having the activity of the cyber character in the cyber community reflect the first experience information by transmitting the experience information to a network server;

having the toy learn by transmitting the, from the network server to the toy, second experience information according to the activity of the cyber character in the cyber community;
and

upgrading an operating/application program according to the extent of learning of the toy according to the second experience information.

14. (Previously Presented) The method of claim 13, wherein a performance apparatus is used to operate the cyber community by downloading a program for operating the cyber community and data information from the network server to reduce the amount of data which is transmitted between the network server and the performance unit.

15. (Previously Presented) The method of claim 14, comprising:
reflecting information comprising at least one of a learning result, a characteristic, a state of feeling and a degree of growth/intelligence on the activity of the cyber character which represents the toy in the cyber community; and

reflecting the experience information on the activity of the toy by transmitting the experience information to the toy.

16. (Previously Presented) The method of claim 15, further comprising updating the operating/application program according to the extent of learning of the toy.

17. (Previously Presented) The method of claim 13, wherein the memory of the toy comprises a plurality of memories and wherein the memories allow the toy to have different experiences by replacing at least one of the plurality of memories.

18. (Currently Amended) A method implemented in a ~~computerized~~ toy, the method comprising:

turning on the power supply of the toy;

selecting a user ~~mode to identify the user~~ of the toy;

selecting a default user if ~~the a user mode~~ is not selected;

reflecting experience information of the toy on a cyber character in ~~an online a cyber~~ community according to the selected user and changing the activity of the cyber community according to the experience in formation and the selected user; and

reflecting the experience of the cyber character in the online cyber community on a current status of the toy ~~and by~~ changing the action of the toy according to the experience of the cyber character.